Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2001 **CLAIMS AS FILED - PART I** OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 1) (Column 2) TYPE [TOTAL CLAIMS FEE RATE FEE RATE RUO BASIC FEE BASIC FEE 370.00 740.00 NUMBER EXTRA FOR NUMBER FILED 160 minus 20= TOTAL CHARGEABLE CLAIMS X\$18= X\$ 9= OR minus 3 = INDEPENDENT CLAIMS X84= X42 =OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140× OR * If the difference in column 1 is less than zero, enter "0" in column 2)W) TOTAL TOTAL OR **OTHER THAN** CLAIMS AS AMENDED - PART II SMALL ENTITY SMALL ENTITY OR (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL **PREVIOUSLY** AMENDMENT AFTER **EXTRA** FEE FEE AMENDMENT PAID FOR 0 2 Z. X\$18= アム、心 Minus X\$ 9= Total OR Independent Minus X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL BL. CY TOTAL ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY EXTRA** ENDMENT AFTER FEE FEE **AMENDMENT** PAID FOR Minus X\$18= Total 22 X\$ 9= OR Independent Z Minus 2 æ X84= X42 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL 36. W OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER PRESENT REMAINING TIONAL TIONAL RATE RATE MENT **PREVIOUSLY** AFTER **EXTRA** FEE FEE **PAID FOR AMENDMENT** Total Minus X\$18= X\$ 9= OR Ш Independent Minus =. X84 =X42=

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

Th "Highest Number Previously Paid For" (Total or Indep Indent) is the highest number found in the appropriate box in column 1.

OR

OR

+280=

ADDIT, FEE

TOTAL

+140=

ADDIT. FEE

TOTAL